CHICKEN SHOOT 2

AGB-B6GE-USA

GAME BOY ADVANCE

INSTRUCTION BOOKLET

DSI GAMES

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.

- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

To reduce the likelihood of a seizure when playing video games:
1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

⚠WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

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Official Nintendo Seal

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THIS GAME PAK INCLUDES A MULTIPLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK® CABLE.

GBA LINK CABLE

EVERYONE 10+
CONTENT RATED BY ESRB

LICENSED BY

Nintendo®

DESTINATION Software, Inc

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frontline STUDIOS

Contents

GETTING STARTED

1. Switch the Nintendo® Game Boy® Advance system OFF. Never insert or remove a Game Pak while the Game Boy® Advance is ON.

2. Insert the Chicken Shoot 2 Game Pak into the slot on the Game Boy® Advance. Press firmly to ensure the Game Pak is correctly inserted.

3. Switch the Game Boy® Advance ON. The title screen should appear. If the title screen fails to appear, return to step 1.

4. Press START to enter the Main Menu.

STARTING THE GAME

On the main menu, you can start the game, access the hall of fame (records) or access the options.

MAIN MENU

Main menu offers the following choices :
New Game - starts a new round.
Options - difficulty level, sfx level, music level, gamma level and controls.
Highscore - list of the best game results.
About - names of the people involved in the development of this game.

NEW GAME

Chicken Shoot 2 offers three gaming modes :
- Arcade
- Classic
- Multiplayer
With " Back " you return to the main menu.

Arcade Mode - in this mode there is no time limit ; the objective is to shoot a specific number of chickens in each level. When this number of chickens has been shot, the player goes up to the next level. In this mode, Chicken Bill is attacked by egg throwing chickens. The maximum energy of the main character is 100 points and sinks with every egg that hits the screen. The energy symbol is the energy bar placed on left-top corner of the screen. The game ends when all energy is lost

Classic Mode means shooting agaist the clock. You not only have the time limit, but also need to achieve a certain amount of points to get into next level. An alarm clock in the top left hand corner of the screen tells you how much time you have left and the last ten seconds are signaled by the alarm. Throughout the game, some chickens carry the symbol of a time bonus in their claws, which lengthens your playing time. Three types of time packages are available to you by shooting these chickens.

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MULTIPLAYER

The objective in a multiplayer game is to score as many points as possible within a certain time; that is to shoot the chickens from under the other players nose. When the time runs out, the winner's name appears on the screen. The winner is of course the player with the most points.

HIGHSCORES

Highscores can be displayed directly from main menu. First, the player needs to choose the proper highscore list: Arcade, Classic or Multiplayer.
When a good score is reached, you will rank in the HIGHSCORES.
The game keeps the 5 best scores in the HIGHSCORES in each category, but only during the game play. After the player switches off the Game Boy® Advance system, the highscore list will be lost.
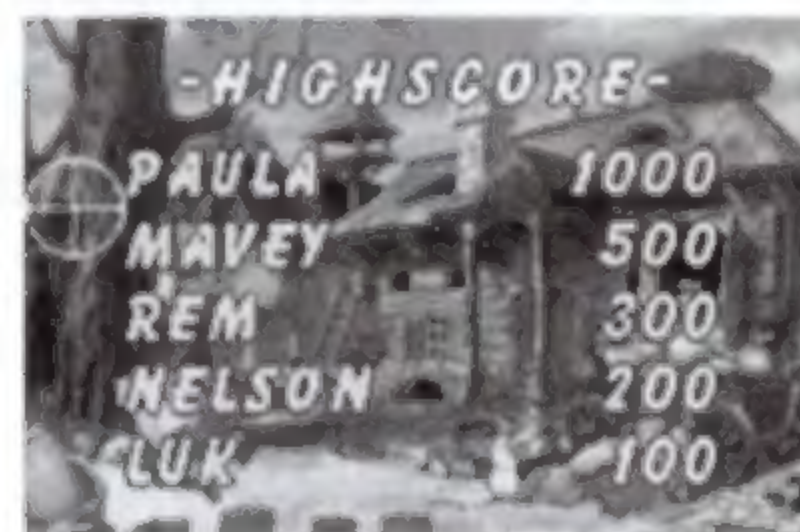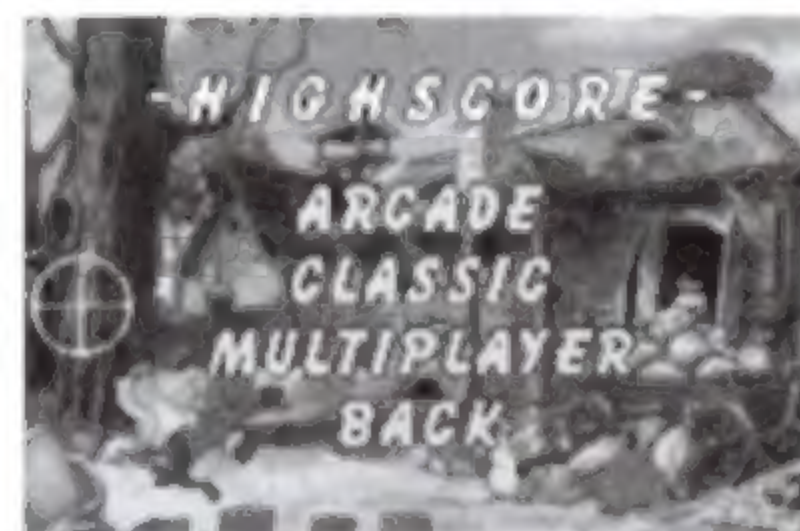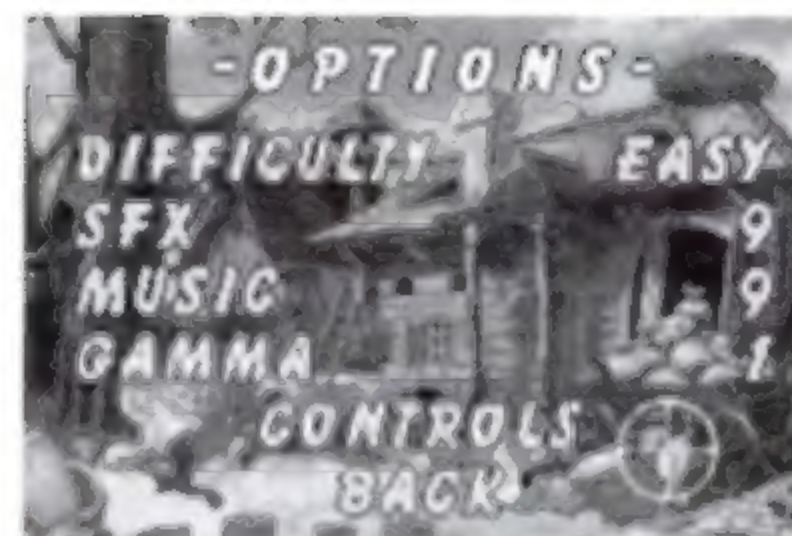
OPTIONS

DIFFICULTY : Three modes to select: Easy, Normal, Hard
SFX: Adjust sound effects volume: from 0 [off] to 9
MUSIC: Adjust music volume : from 0 [off] to 9
GAMMA : Adjust gamma level: from 1 to 5
CONTROLS : Change game controls (redefine keys)

LEVEL STATISTICS

At the end of each level, you will be shown a list of
statistics which, reflect your " shooting skills ". You will
see information about the shots fired and accuracy
in percent. Also shown are the points up to this moment.
In Classic Mode, you are also shown the time left over
from the last level.

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THE GAME
SCREEN DISPLAY

CLASSIC MODE

TIME REMAINING   TOTAL SCORE

ALARM CLOCK   THERMOMETER

WEAPON SELECTED   AMMUNITION

ARCADE MODE

ENERGY METER

TOTAL SCORE

THERMOMETER

WEAPON SELECTED

AMMUNITION

TROPHY BOARD WITH CHICKEN BILL
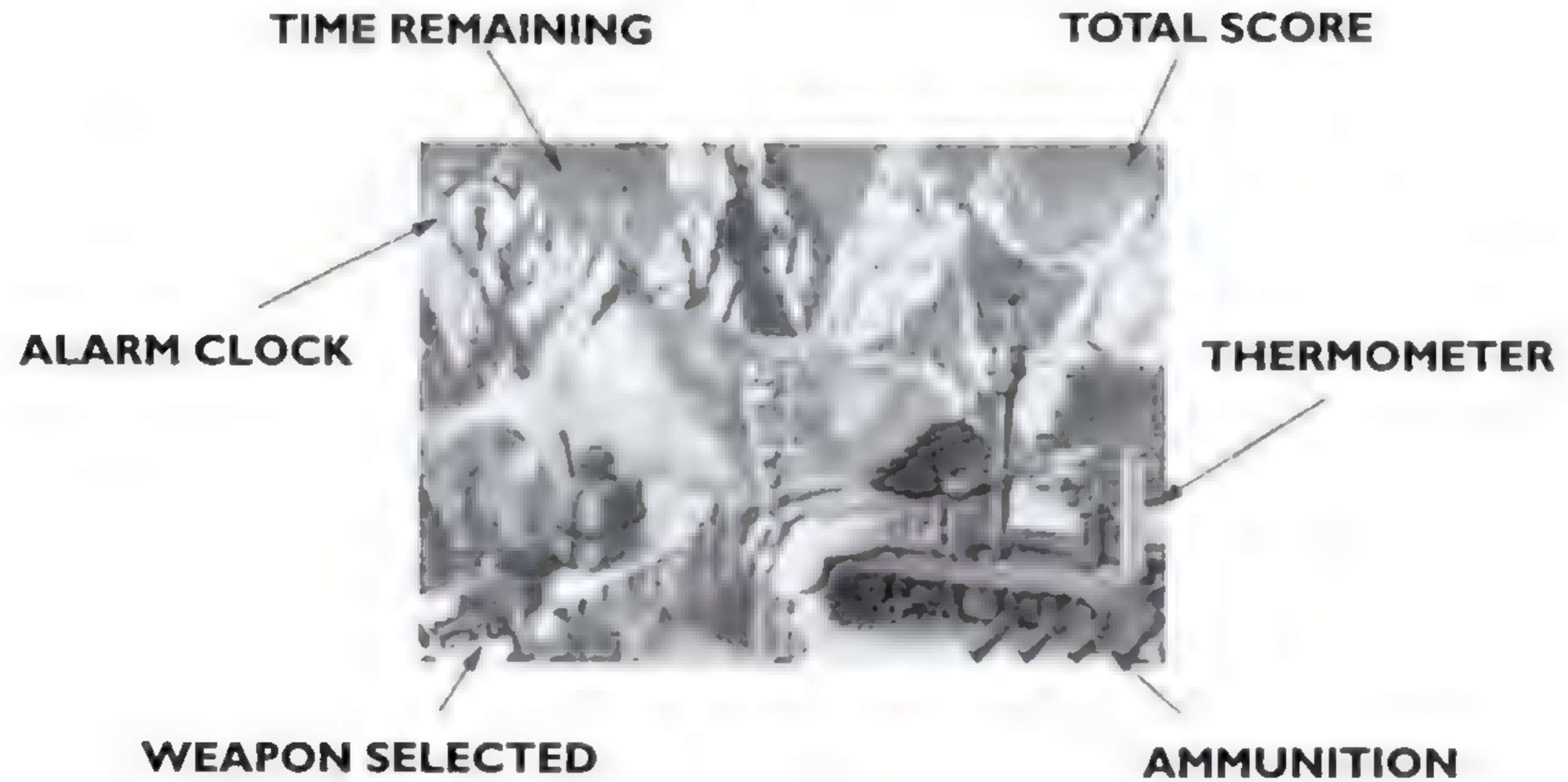
After you have chosen an available game type, you can start the game. It is possible to pan from left to right, or up and down.
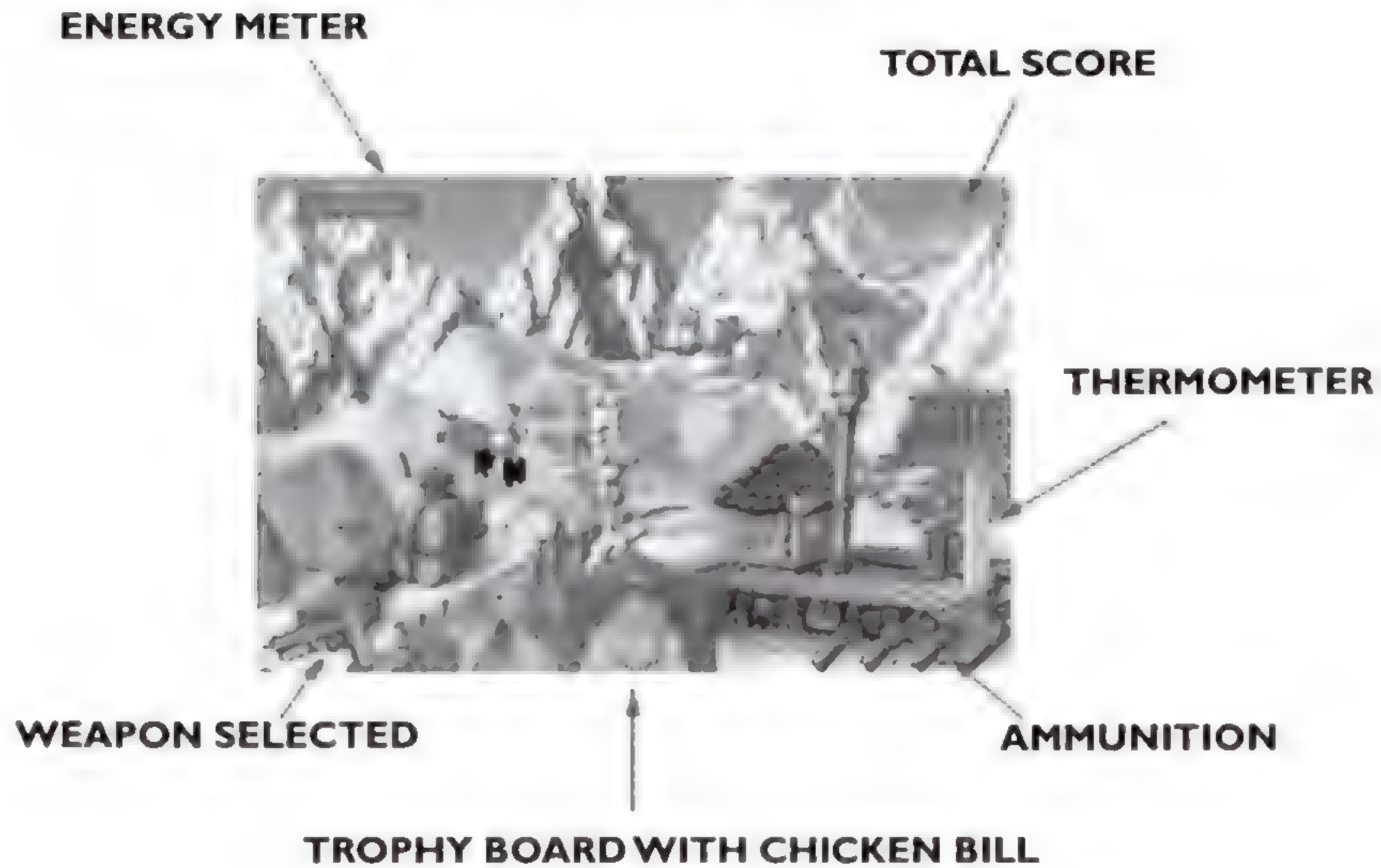
Ammunition - This shows you how many shots you have in your magazine. When the magazine is empty, reload by pressing the B Button (default setting). The pistol can be reloaded as often desired.

Alarm clock - This shows you the remaining time in Classic Mode. When it begins to ring, it is a signal to you that you have another 10 seconds left to shoot.

Trophy board with Chicken Bill & Energy Meter - In Arcade Mode, these symbols are shown. The maximum energy of the main character is 100 points and sinks with every egg that hits the screen. The energy symbol is the energy bar placed on left-top corner of the screen. The game ends when all energy is lost.

Thermometer - This shows how efficiently the player shoots the chickens. The faster he shoots a lot of chickens, the higher is the temperature. When the temperature rises the top, the thermometer starts to whistle signaling the

acceleration phase. Here, everything players shoots gives double points. So, when you hear the whistle Shoot like hell ! If the thermomether whistles for a second time, everything gives you the tripple points. But beware, negative points are also doubled or tripled in these phases.

Total score - shows the points achieved in a game.

Chickens - there are various types of chickens in the game and (almost) all of them should be shot. Different types of chicken bring a certain number of points dependent on the difficulty level set and the difficulty of hitting a certain type of chicken. The smaller chicken is and therefore harder to hit, the higher points you get for it.

Weapon symbols - represents one of six weapons available in game, The number next to the symbol shows the amount of magazines available.

LEVEL STATISTICS

Pistol - standard weapon with unlimited ammo. The pistol has a slow firing rate, is not very accurate and has a low destruction level.

Shotgun - has massive destructive power and scatter effect, but is slow. The shotgun has the highest penetration power so you are able to shoot everything trough each level.

UZI - this weapon has no great penetration power but shoots very fast and continuosly.

Machine Gun - this weapon has both the destructive penetration and also shoots very fast and continously.

Laser - is an extra weapon. It have to be used in a selected areas on some levels

Flame thrower - chickens are flamed by this weapon.
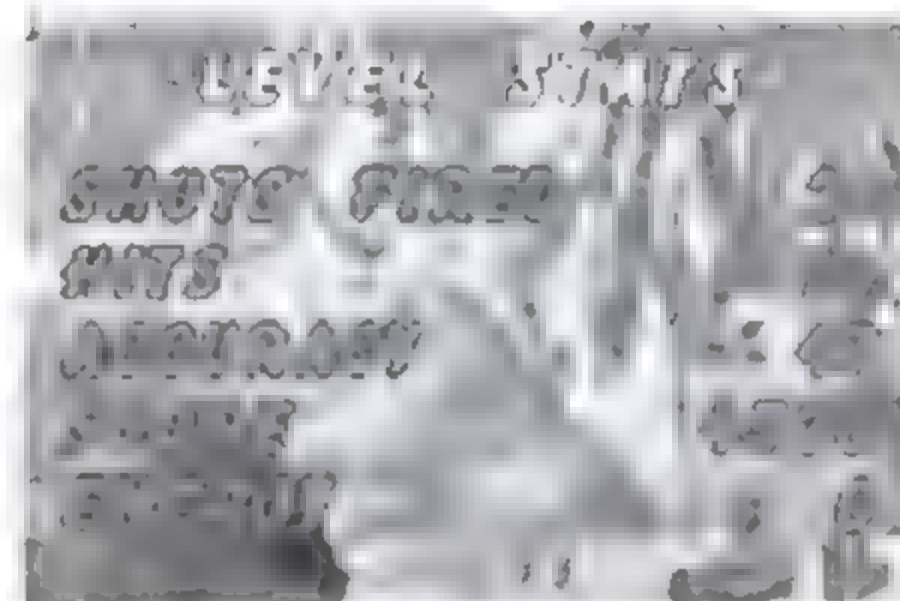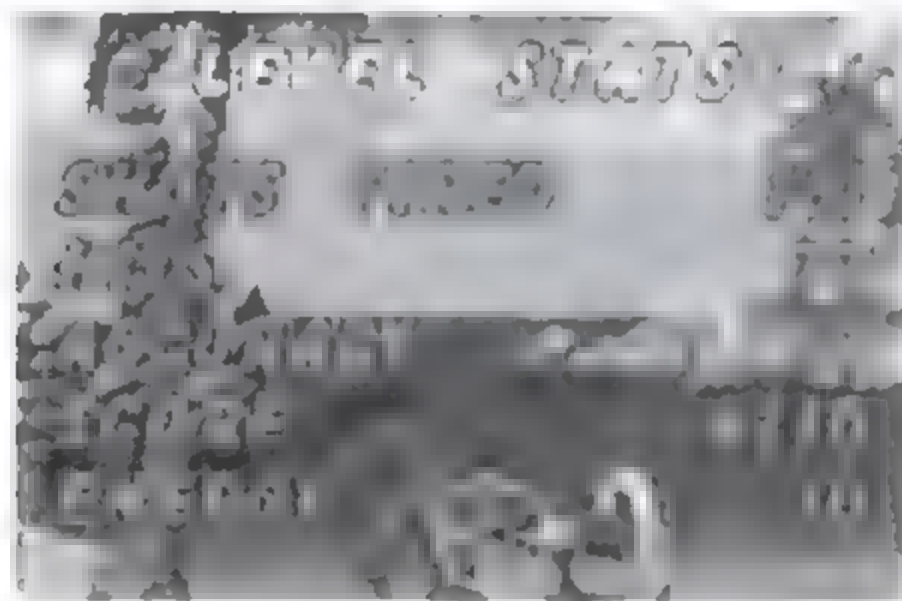
Bombs - When these objects are hit the fuse starts to burn and explode in a few seconds later. Everything in the vinicity of the explosion is destroyed.

Ammo bonuses - by shooting chickens with ammunition symbols in their claws you receive additional ammo and the magazine capacity is increased.

GAME CONTROLS

GAME CONTROLS	ACTIONS (In Game)	MENU CONTROLS
+ Control Pad	Move left, right, up and down	Cycle through current selections
A Button	Use your weapon	Select the currently highlighted selection
B Button	Reload weapon	Accept
L Button	Move left - fast mode	Previous screen
R Button	Move right - fast mode	
SELECT	Use to switch between weapons	
START	Use to Pause the game	

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